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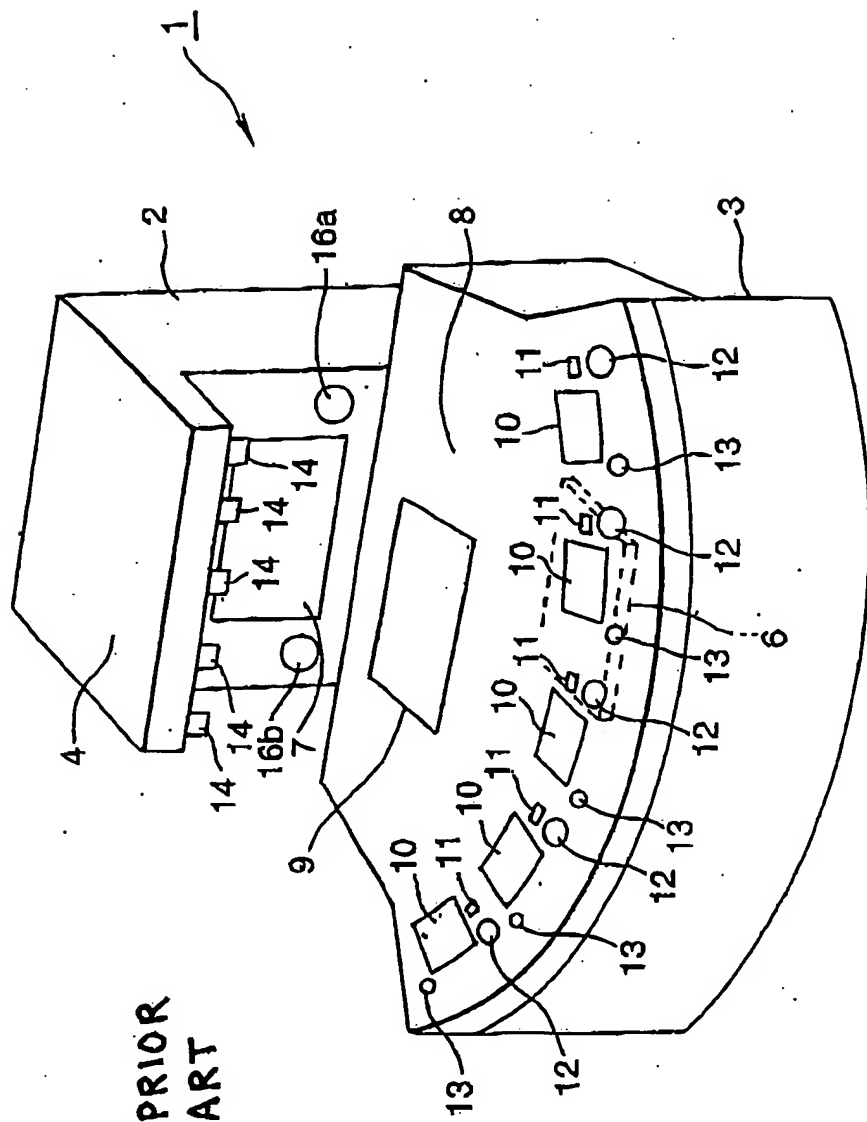
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**FIG. 1**



**PRIOR  
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FIG.2

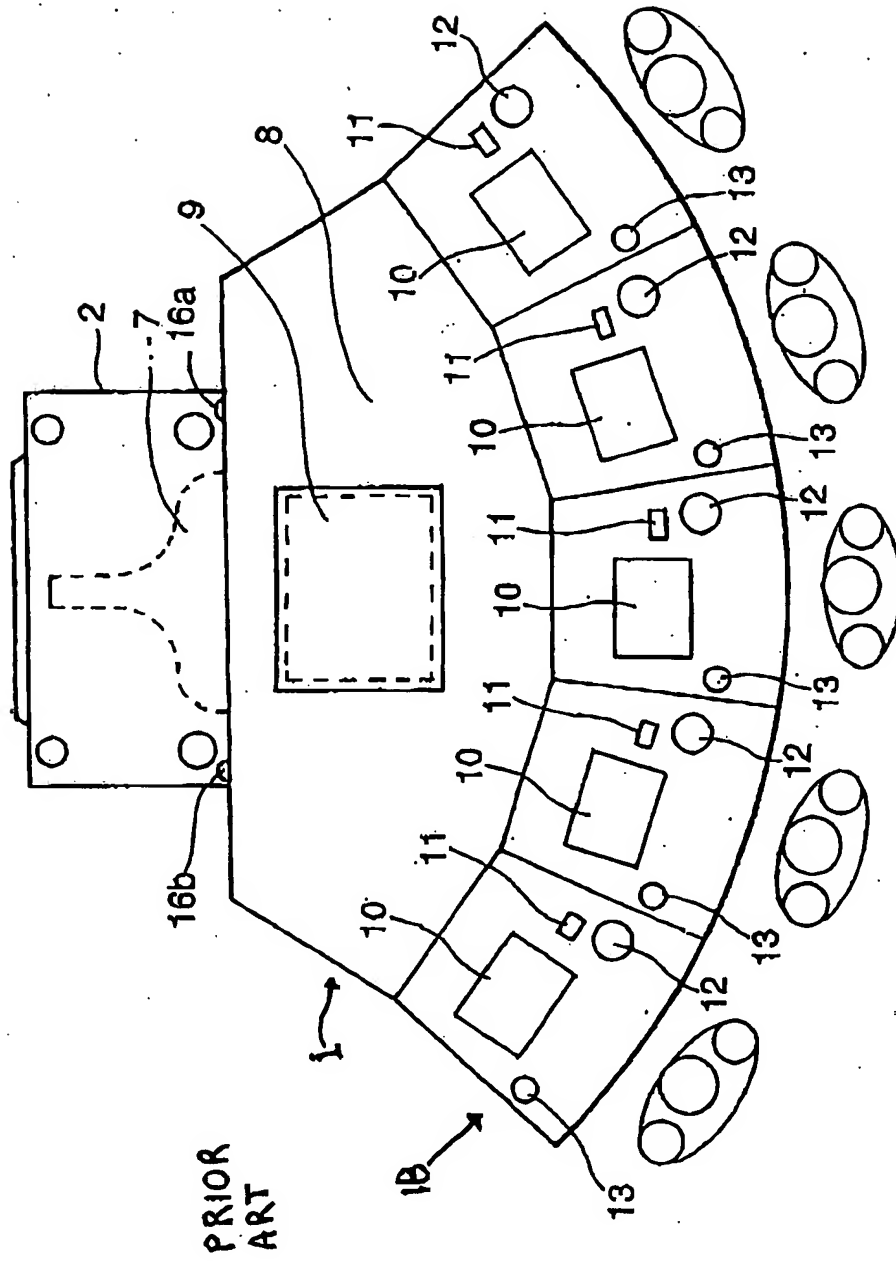
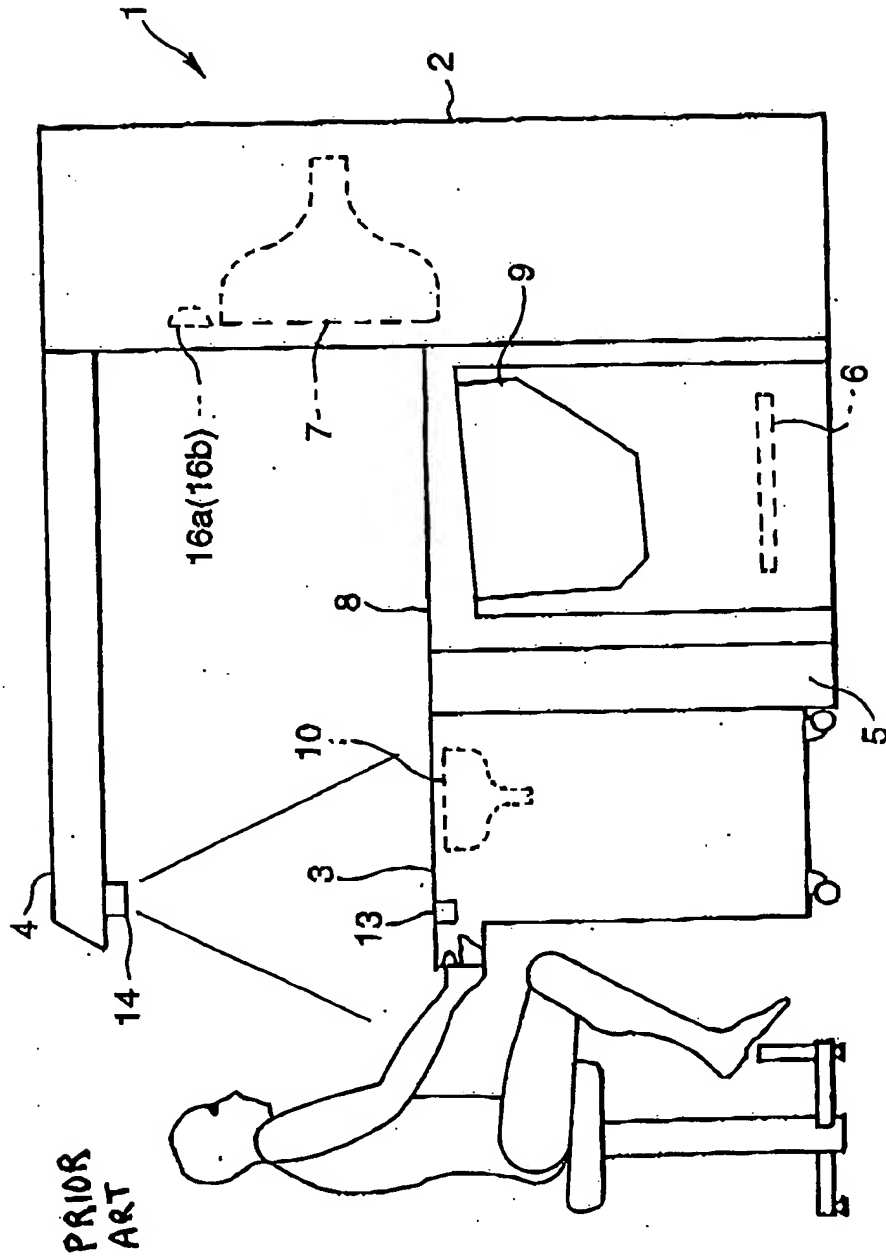


FIG.3



The diagram illustrates a system architecture with the following components and connections:

- CPU BLOCK 20:**
  - SCU (206):** System Control Unit, connected to Main CPU, VDP(1), VDP(2), and CD/F.
  - MAIN CPU (201):** Connected to SCU, RAM, and ROM.
  - RAM (202):** Connected to Main CPU.
  - ROM (203):** Connected to Main CPU.
  - SUB CPU (204):** Connected to SCU, Main CPU, and D/A Converter.
- VIDEO BLOCK 21:**
  - VDP(1) (220):** Video Display Processor 1, connected to SCU, VDP(2), and VRAM (221).
  - VDP(2) (230):** Video Display Processor 2, connected to SCU, VDP(1), and VRAM (222).
  - DSP (240):** Digital Signal Processor, connected to SCU, CPU (241), and D/A Converter.
  - VRAM (221, 222):** Video Random Access Memory, connected to VDP(1) and VDP(2).
  - FRAME BUFFER (222, 223):** Connected to VDP(1) and VDP(2).
- SOUND BLOCK 22:**
  - D/A CONVERTER (270):** Connected to SUB CPU and DSP.
  - 16a, 16b:** Speakers connected to D/A Converter.
  - 13, 14:** Input devices connected to SUB CPU.
- SUBSYSTEM 13:**
  - CD-ROM DRIVE (19):** Connected to CD/F.
  - CD/F (280):** Connected to SCU, CPU (281), MPEG AUDIO (282), and MPEG VIDEO (283).
  - CPU (281):** Connected to CD/F.
  - MPEG AUDIO (282):** Connected to CD/F.
  - MPEG VIDEO (283):** Connected to CD/F.
- External Devices:**
  - 260a, 260b, 260c, 260g:** Video output devices connected to VDP(1), VDP(2), and MEMORY.
  - 7, 9:** Input devices connected to 260a and 260b.
  - 10:** Monitors connected to 260c and 260g.

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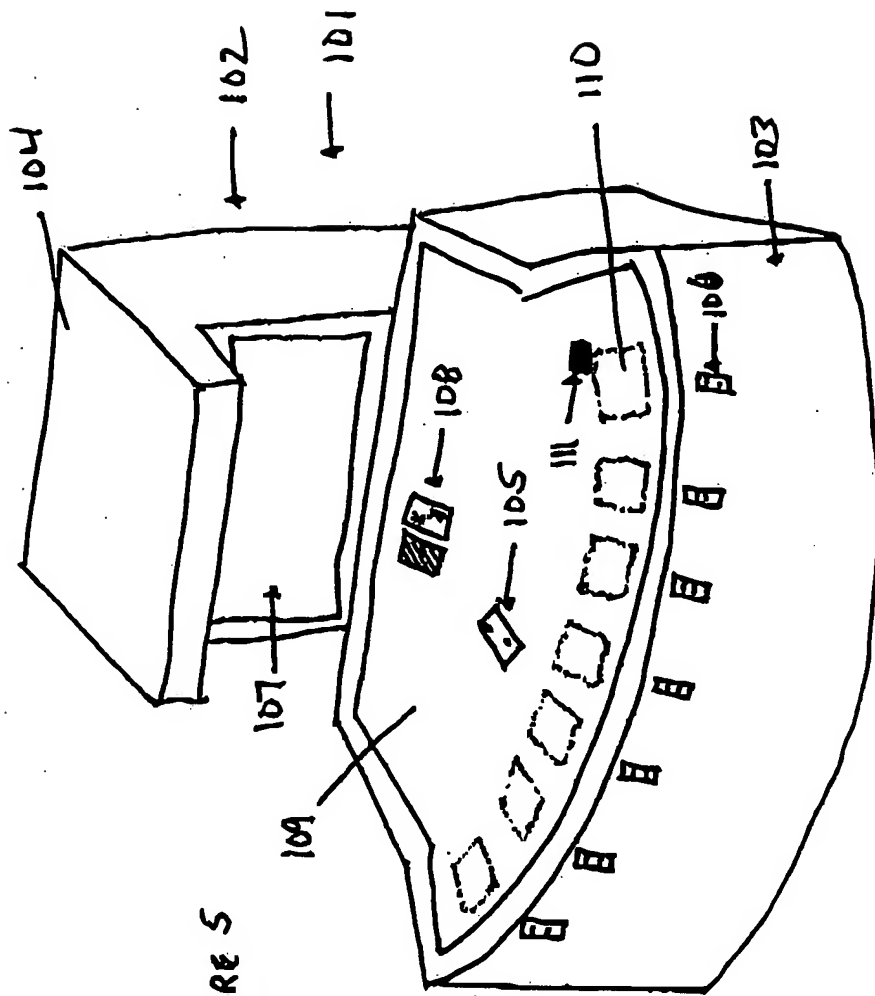


FIGURE 5

Table Master Multi-Player Platform  
by  
Shuffle Master

6

FIGURE

MPP Game Engine (Main  
Program or Dealer)

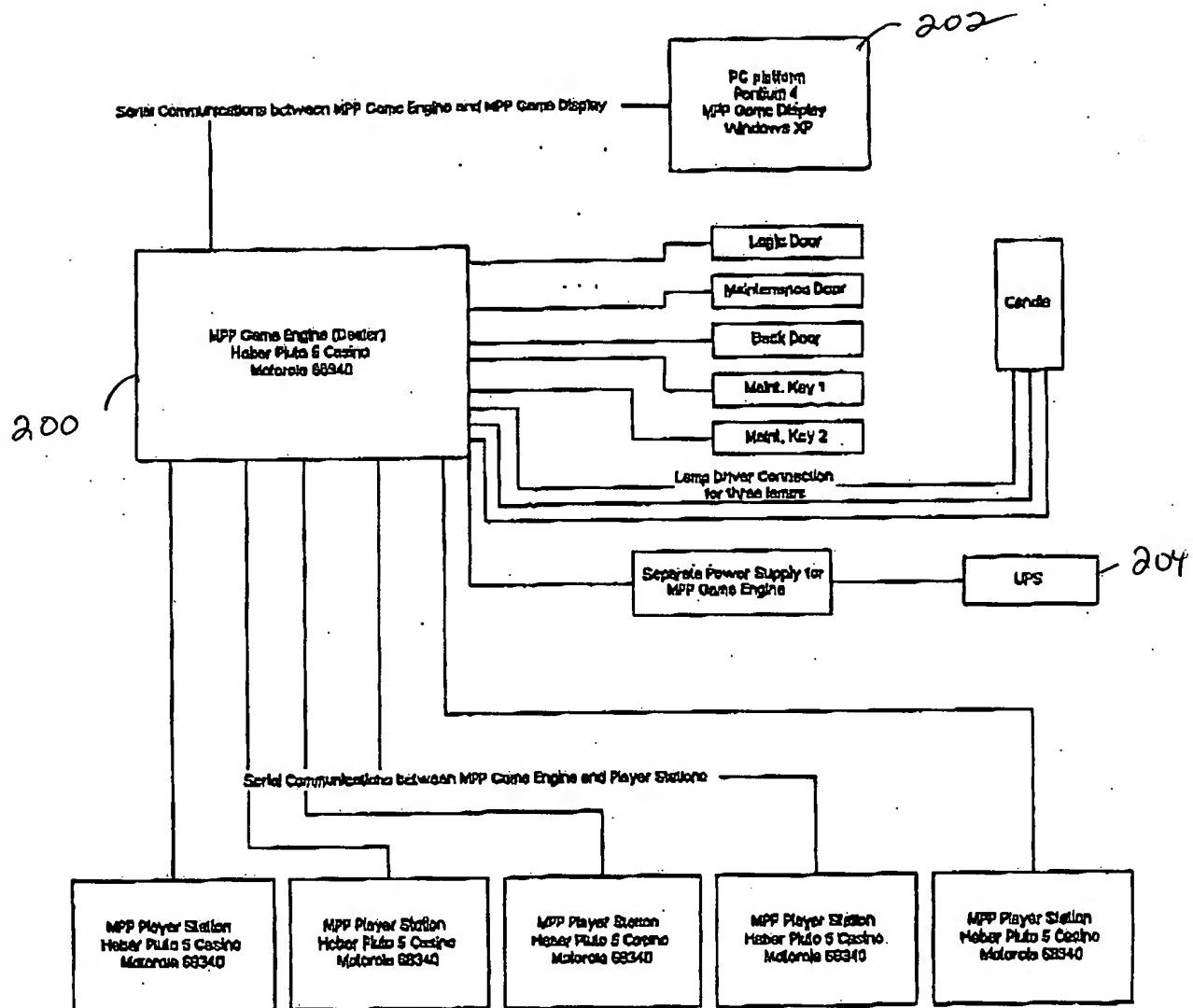
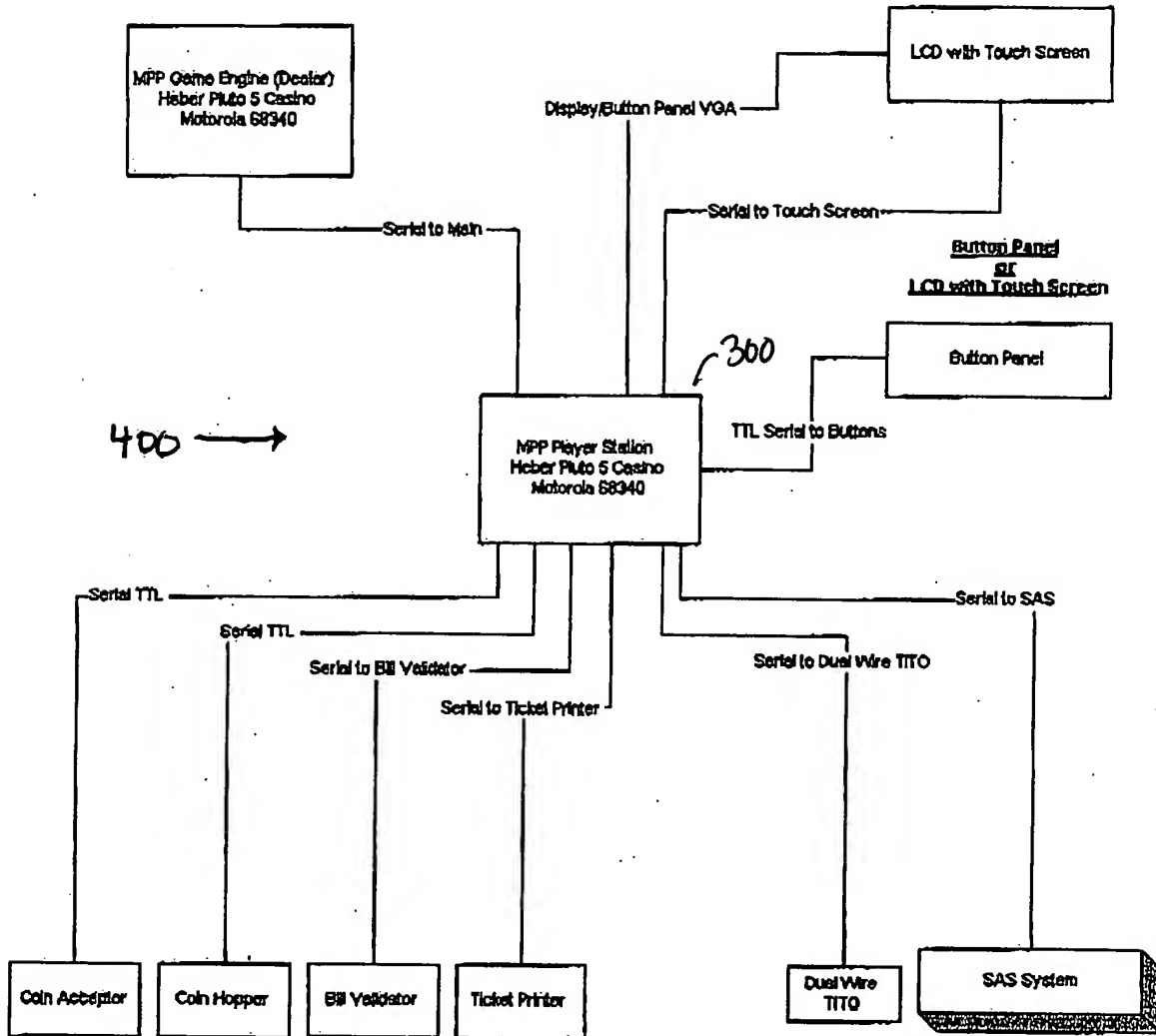


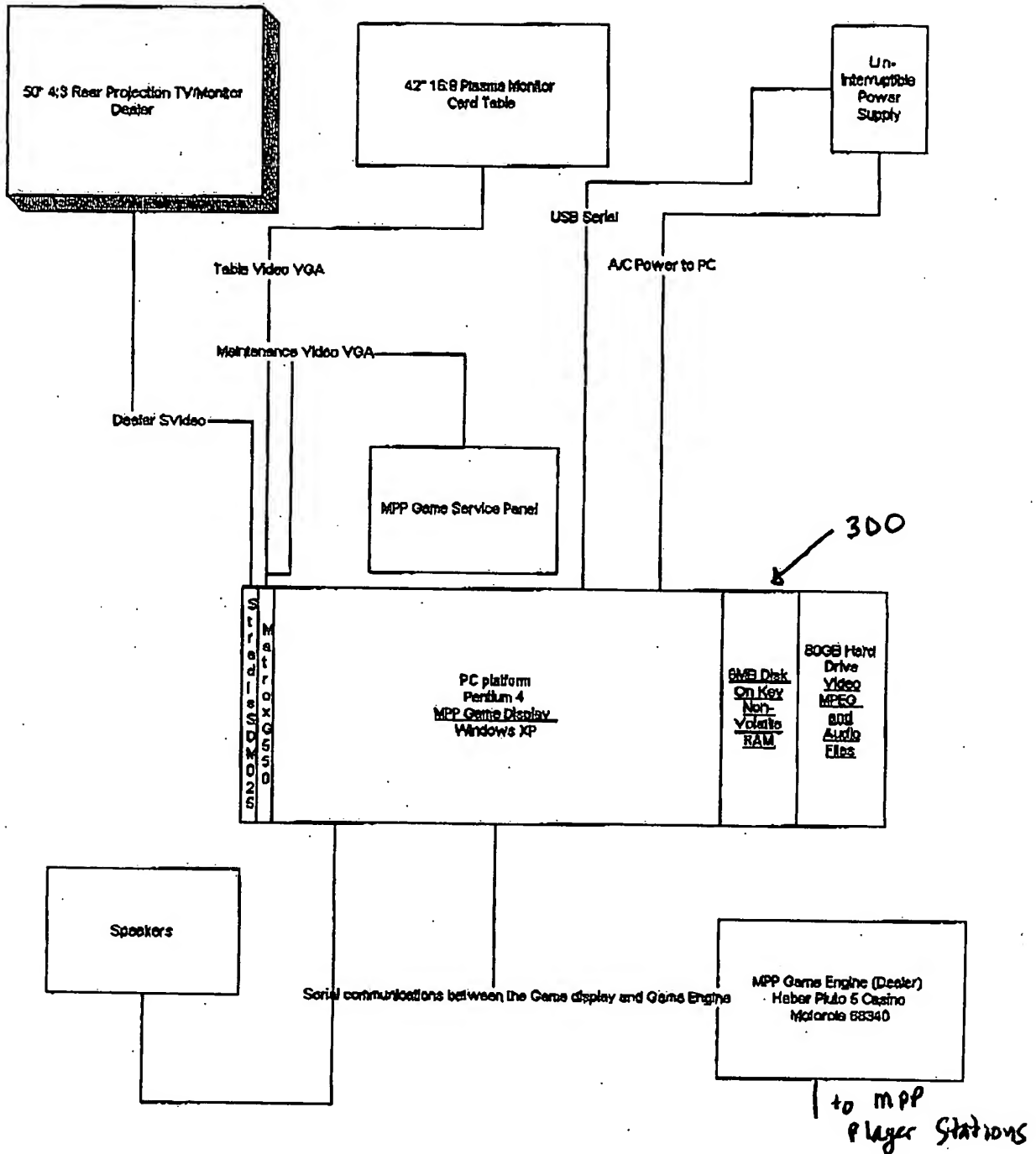
FIG. 7

# MPP Player Station





# MPP Game Display



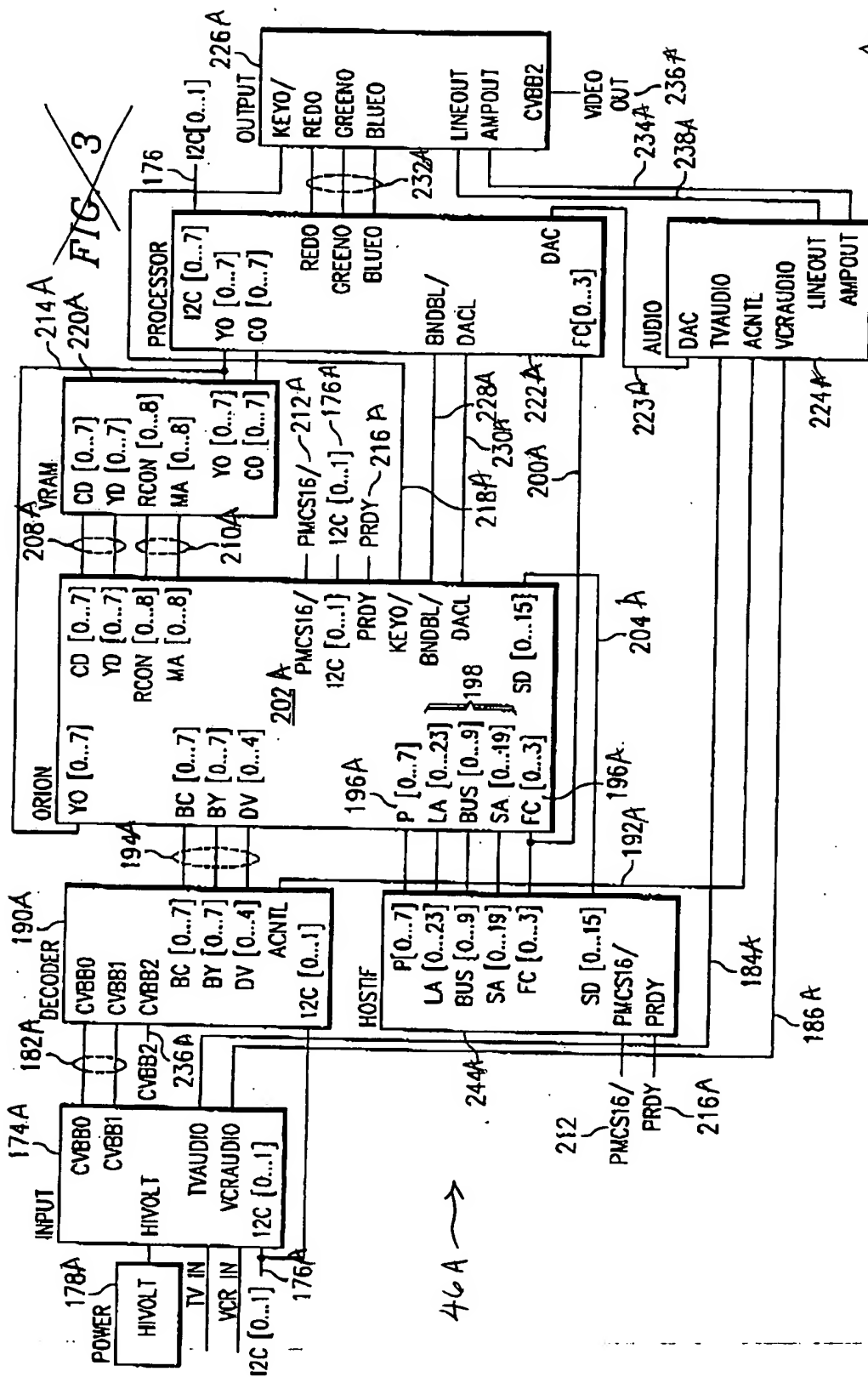


Fig. 9

Fig. 10

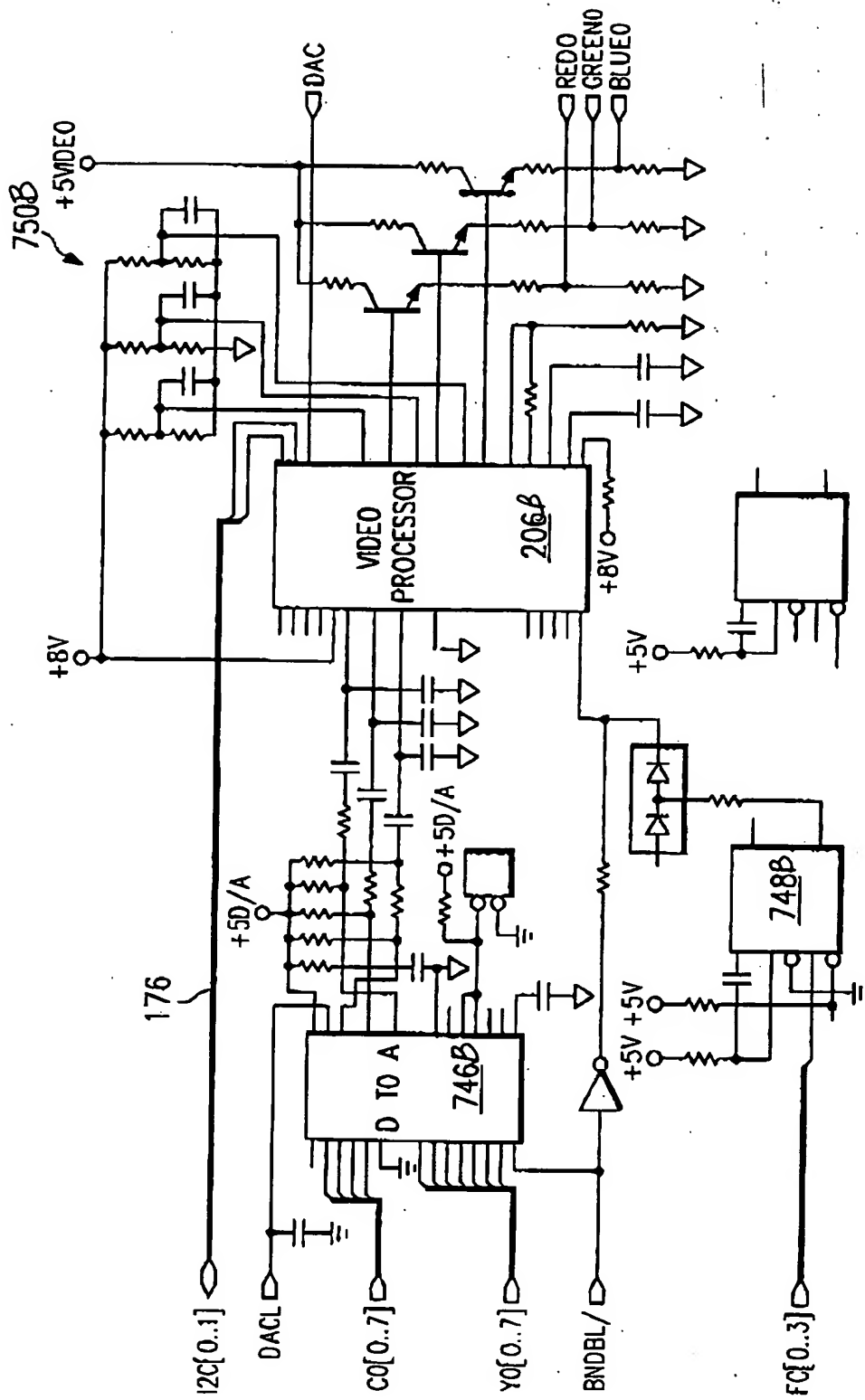


Fig. 11

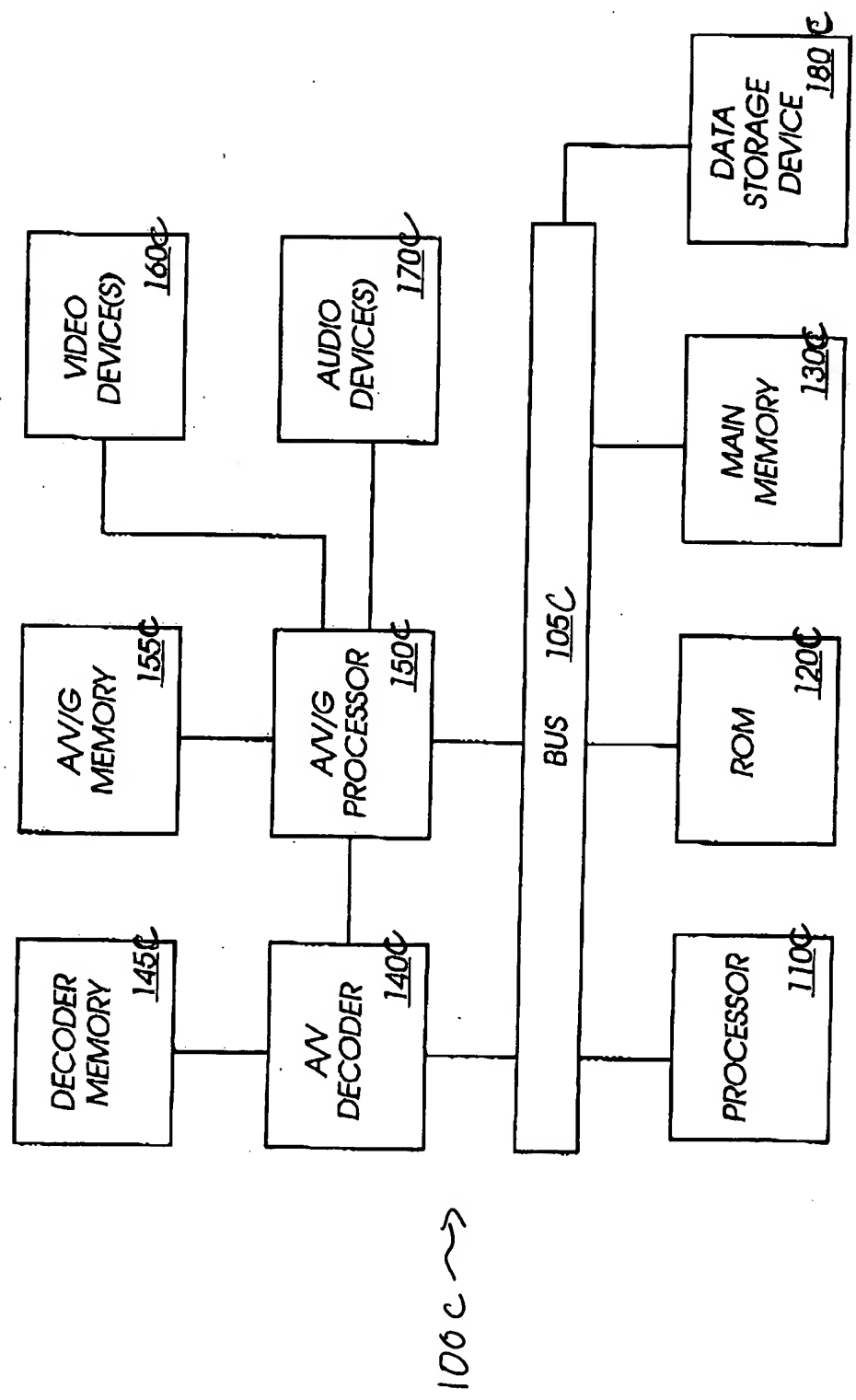


Fig. 12

